Melbourne Commodore Computer Club Inc.

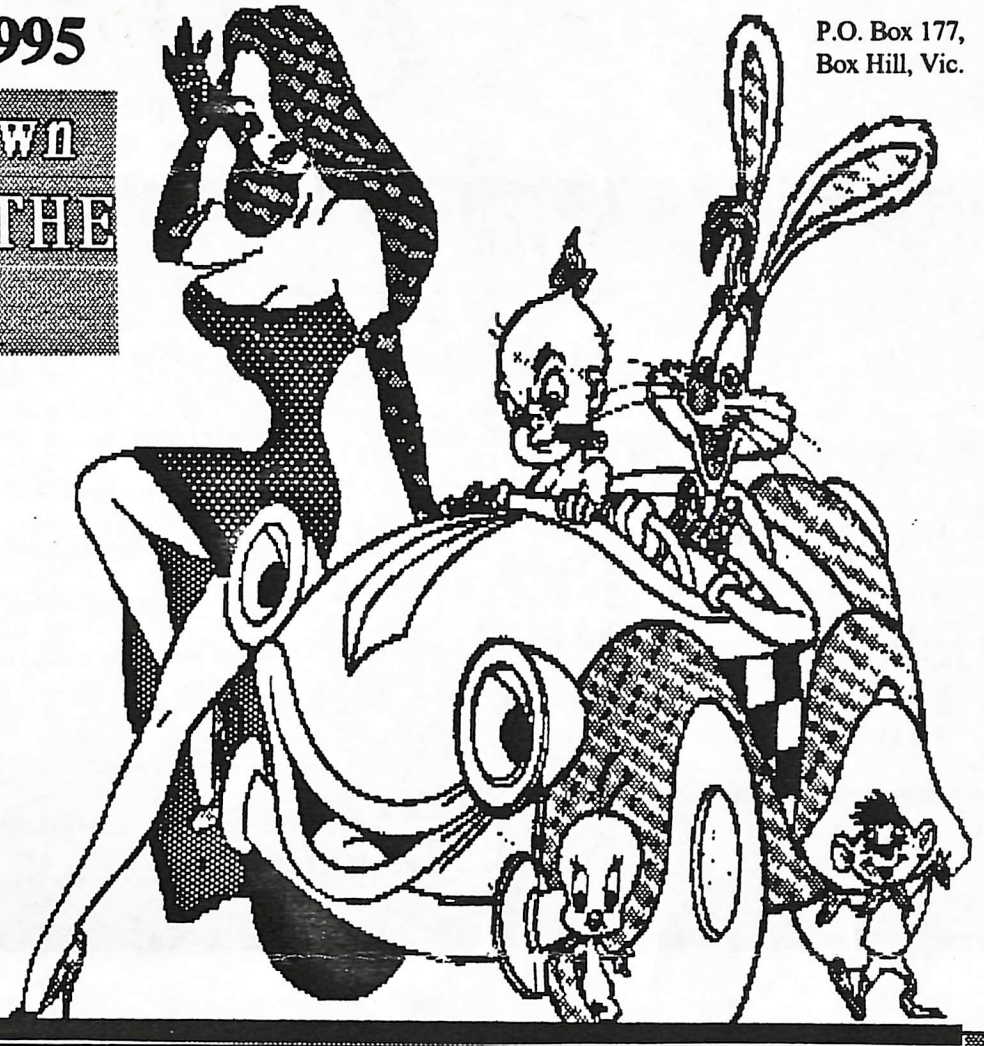
MCCC INC. News

The Monthly Newsletter from the Family Computer Club

APRIL 1995

P.O. Box 177,
Box Hill, Vic.

Toonetown ADORES THE C-64



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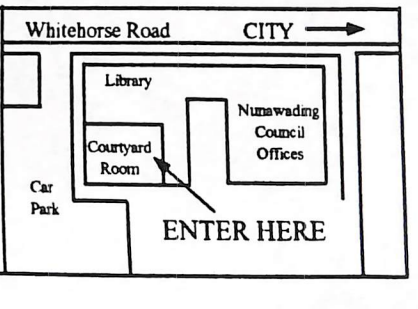
Club Meeting Dates for 1995

11th January 1995	8th February 1995
8th March 1995	12th April 1995
10th May 1995	14th June 1995
12th July 1995	9th August 1995
13th September 1995	11th October 1995
8th November 1995	13th December 1995

Club meetings are held on the second Wednesday of each month, 7.30 pm., at the Nunawading Civic Centre in the Courtyard Room.



MEMBERSHIP FEES - Visitors Welcome
$35 per year Family Membership
$3 VISITOR (family - includes FREE Newsletter)

BENEFITS OF MEMBERSHIP
* Monthly newsletter mailed to all members.
* Pedlar's trading table selling recycled computer wares and blank 3 1/2" and 5 1/4" disks at competitive prices.
* Magazine Library - Magazines are available for members to borrow.
* Access to the club's extensive C64 & Amiga PD libraries - club disks available at meetings for only $2 each.
* Help is available to assist in solving problems.
* Computers for members' use.
* Monthly demonstrations

THE DEADLINE FOR THE MAY ISSUE IS THE 28th OF APRIL

This months demonstration

Alan Share is going to show us a CD for the 64

Welcome to the following new members:

Peter Dobson
Reece Isaac

COMMITTEE FOR 1995/96 CLUB YEAR

PRESIDENT.....Bernie O'Shea
SECRETARY.....Bob Morrow
SECRETARY'S ASSISTANT....Philip Seely
TREASURER.....George Flanagan
EDITOR.....Allan Swinden
C64/128 LIBRARIAN.....Alan Share
AMIGA LIBRARIAN.....David Rosewall
PEDLAR.....Alan Share
MAGAZINE LIBRARIAN.....Ivan Blitz
PUBLICITY.....Leonie Parsons
COMMITTEE MEMBER.....Elaine Foster
COMMITTEE MEMBER.....Keith Chamberlai

NEWSLETTER EDITOR
Allan Swinden
6 Lalors lane
Healesville VIC 3777
Telephone(059)622978
Articles for the newsletter may be hardcopy (handwritten is equally acceptable),C64 disk, GEOS is preferred.
ALL CLUB MEMBERS ARE INVITED TO SUBMIT ARTICLES.

Fancy a cuppa?

Tea and coffee is available free of charge at each meeting in the kitchen, which is opposite the entrance.

Please help yourself and when finished it would be appreciated if you would wash, dry and put away your cup. Thank you.

A Chat with the President

Hello and welcome to our first newsletter for the club year 1995/96.

As I sit here writing this I can't help but wonder what it will look like when I see it again! It's pretty exciting having a new editor on the committee after all these years. Most of us have just floated along, expecting to receive a good quality newsletter in the mail each month a couple of days before the meeting, and not considering much the hard work that Dorothy Millard has been doing for us for so long. She had everything under control - covers and regular features prepared a couple of issues ahead, and many years experience in the operation of desktop publishing programs for the different types of computers she has owned. She was quite versatile in how she could accept articles, and did not object to typing out hand-written contributions. Of course, she preferred offerings to be in a format that didn't need to be typed again, and would load straight into the desktop publisher she was using at the time. I became used to preparing my monthly "ramblings" in straight ASCII files, either on disk or transferred by modem direct to Dorothy, or sometimes to the bulletin board run by our Amiga friend, Brett Eden.

Now it is time to try a new way. Our new editor, Allan Swinden, is using GeoPublish (or at least I think he is!), so this afternoon I am sitting in front of a GeoWrite screen, hoping that the resulting file will be what Allan can easily use. I hope to have it finished in time to post on a 5.25" disk, but if that fails, there is always the modem again. Of course, the experienced Geos user (like Allan) can convert almost any type of wordprocessing file to Geos format, so don't let the lack of Geos put you off writing something for the newsletter in future. Just tell Allan what program you used to write it, and watch to see what happens!

So I would encourage you to put fingers to keys and spend an hour or so in the next month telling us something about your computer. What you use it for; what your favourite programs are; what programs never work properly for you; what you have discovered is a good way of doing things (even if you only read it somewhere and didn't invent it yourself!). The length of your offering is not important. It can be a sentence or several pages, technical or humerous or social. If you can also provide a diagram or cartoon, that would be fantastic, but I guess we'd better not hold the presses waiting for those!

Our first committee meeting for the club year was very encouraging. I was impressed that we were able to get volunteers for all essential jobs, and even more impressed that even though the club seems to be recruiting members from a much wider geographic area, the new committee members are all willing to travel long distances to help with planning and running the club. I think you will be pleased with what we have planned for the next few months. If you know of other people with Commodore computers, tell them there are still interesting things happening with these machines, and bring them along to a monthly meeting soon.

The Amiga is continuing to be a problem for us. We have only a small group of Amiga enthusiasts, and we rely on them for expertise and to provide help for people who ask for it. But there is not much Amiga input to the committee, and there is the danger that unless somebody tells us what is required at meetings etc., then the Amiga part of our club will fade away. I would especially ask those Amiga owners who become aware of news, new programs, new hardware, or anything else that we should be aware of, to let us know. Also, we would like to see the club Amiga used, both at and between meetings. If you can demonstrate any Amiga hardware or software, you will be welcomed with open arms. We need some active Amiga volunteers.

See you at the meeting. Bernie.

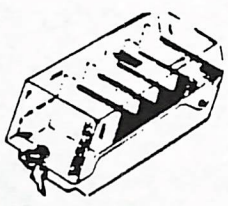
ADVENTURE HELP LINE

Help is available on many adventure games by writing to Dorothy Millard, 12 Venetian Court, Croydon, Vic. 3136. Please enclose a large stamped addressed envelope. You can also ring her on (03)725-0682 any day until 5.00 p.m. then between 7.00-9.00 p.m.

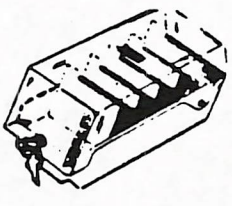
Hint Sheets/Solutions are also available for over 600 games for a small fee to cover expenses. Write for a list.

Commodore Network

Commodore Network is a dedicated C64 magazine published in Australia.
You can now pick up your copy at club meetings.
Cost $3.50 each. There is no need to order.



AMIGA™



P.D. Library

The club has access to CD's containing Fred Fish disks, Music Modules for Soundtracker, Workbench Utilities, Scope PD disks, JAM (Just Amiga) disks, 17-BIT and MUCH, MUCH more. Whatever you're looking for, talk to our Librarians, Brett Eden or Darryl Hunter, who will be happy to help you.

Software Spotlight

MCCC CLUB DISK FOR APRIL '95

WHIPLOAD NOTE is just that; the notes for Whiploader.
DUNGEON AND DRAGONS PICTURE VIEWER. You will need some SSI D&D Disks.
DISK SCANNER Scans a disk for any information.
ADVENTURE WRITER. Write your own text adventure.
DEVIL CAVES; is an adventure written with Adventure Writer.
HANG MAN. A simple game of Hangman.
CAVE BATTLE. Fight monsters in mysterious caves.
STOCK MARKET 64. Published by RUN a while back.
MAH JONGG. Traditional tile game from RUN.
HIP HOP. Another game from RUN.
RICOCHET. Another old RUN game.
BUNNY. Another RUN game.
TRAVERSE. Another game.
SPITE AND MALICE. Some sort of traditional game.
CARDS - 31. An adaptation of KNOCK?
YATZY. The dice game.

SIDE 2

Music Player 1.3 by Whiplash.

WON THE RAFFLE YET?
You have to be in it to win it.
Tickets available at the membership table.
20c each or 6 for $1

EXPOSING BASIC IN

A C64, Part 3

incorporating:

WORD PROCESSORS AND LISTS

by Elaine Foster

(Please note the error in Part 2a of this series, under "OTHER USEFUL POKES", the third line should have been POKE(50),PEEK(43), *not* POKE50:PEEK(43). Please change that, now. If you had done what was shown you would have got a ?SYNTAX ERROR, but you wouldn't know what it was unless you were familiar with POKE syntax.)

This is a summary of the talk that was given at the Meeting on 8/2/95. It introduces an extremely useful technique and also four new Basic commands.

TOKENS

When you enter PRINT into a programme it is not saved into basic memory as 5 letters, but as one number, 153, a 'token'. Likewise, GOTO is 137, and so on. This saves memory space, of which your computer does not have much. When you save the programme to disk, it is these token numbers which are saved. When you recall it from disk and LIST it, the basic interpreter changes the tokens back to PRINT or LIST or whatever, and that is what you see on your screen.

If you want to write an article such as this one on your word processor you can type in a programme from your printed listing, but if it is a long programme this is not only tedious but it is very easy to make a mistake. It would be very nice if you could simply load the listing directly into your word processor. If you try that you will get rubbish, because in a PRG file the stuff is saved as tokens. To succeed you have to load the programme saved as a sequential (SEQ) file. In such a file the PRINT command is saved as those letters, and so on.

THE TECHNIQUE FOR TRANSLATING PRG TO SEQ

Here is how you turn a PRG file into a SEQ one for that purpose. In describing this I shall also introduce you to two new Basic commands, OPEN and CMD. In direct mode, enter on the screen:

```
LOAD"programme name",8 <RETURN>
```

(This puts that programme into computer memory, and it can be LISTed)

```
OPEN1,8,1,"new programme name,S":CMD1:LIST <RETURN>
PRINT#1:CLOSE1 <RETURN>
```

(This sends your LIST to the disk as a sequential file having the new name, and on the disk directory it will have SEQ after it, rather than PRG.)

Then load your word processor, and at the relevant place in your text, activate the process that loads a SEQ file into its memory; use 13 as the End Of Paragraph number. Then load the new programme name, and lo! the listing appears automatically on your screen. It will only need a little tidying up, eg replacing

"q" with "[down]" and so on; compare with the original printed listing.

AN EXAMPLE

Now I shall do just that. In a previous issue of this magazine I published several programmes for replacing READY. with something nicer, eg, ELAINE! I shall now load the SEQ version of one of the simplest:

```
10 REM: 'REPLACE READY.' IN BASIC:
20 A=53280:POKEA,1:POKEA+1,1:POKE646,6:REM COLOURS
30 PRINT"qCHEEREO!,"
40 PRINT:FORX=631TO639:READN:POKEX,N:NEXT:POKE198,9
50 DATA69,76,65,73,78,69,33,17,13
60 REM: 69=E, 76=L, 65=A, 73=I, 78=N, 69=E, 17=[DOWN], 13=[RETURN]
70 SYS42115
80 REM: 17 TO TAKE THE CRSR OFF THE PROMPT, 13 TO RESTORE CARTRIDGE FUNCTION.
READY.
```

To get it into upper case I activated the word processor control that turns everything typed into upper case. Easy? And if the programme were 60 lines long instead of 6 it would have been just as easy.

In the above example, a properly corrected line 30 should, of course, be:

```
20 PRINT"[down]CHEEREO!,"
```

because the [down] cursor character was a reverse video 'q'.

and of course delete the READY. at the end of the listing.

This process is not only quicker and easier than typing the programme onto the screen, but also is 100% accurate; if the programme works the stuff you have on the screen will work. No typing errors (which are so easy to make in programmes!).

For the complete list of the ASCII numbers used in lines 50 and 60, see the Manual, p. 146-147. Locations 631 to 640 in the memory, control what goes into the keyboard buffer queue, just as though you had entered them on the keyboard. Location 198 is the number of items you put into that queue. You can enter up to ten. In this case we entered 9 characters into it: 7 in ELAINE!, one (17) for [down] and one (13) for [return]. The explanation for these is in the REM of line 80.

This is all you need to know to do the process. The following describes the new Basic commands we have used.

THE NEW COMMANDS: OPEN, CMD, READ AND DATA
And description of the "REPLACE READY" programme.

In the abovementioned directions for copying a PRG file into a new SEQ one on disk, OPEN simply allows you to address a gadget directly instead of working through 'LOAD' or 'PRINT', etc, which actually involve quite complicated procedures inside.

OPEN1,8,1 means that you are telling the disk drive (device 8) that you are going

to talk to it, and the first 1 is a general identification number for this, called the 'file number'. See Programers Reference Guide, p. 65. The second 1 is a secondary address which needn't bother us here; generally it is the same as the file nuber. Thus: you are opening a line #1 to the drive #8.

OPEN1,8,1,"new programme name,S" means that you are telling the drive that you are going to send it a programme of that name, and it is going to be a Sequential file. If it were an instruction to the drive that you were going to *read* a file, you would use any file number other than 1, eg 2. OPEN1,8,1 means you are going to save ("write") to the disk, OPEN2,8,2 means you are going to load ("read") something already on it. More on this when we get to the GET# command eventually.

CMD1 is something else again. If you LIST a programme normally it goes to the screen (device number 0). If you have opened a line to the drive (device number 8) the CMD1:LIST will tell it to send the LIST to the drive instead of to the screen.

PRINT#1:CLOSE1 tells the dumb drive to stop listening, else it won't know what to do and you will get a * near your filename. (If this happpens you had better 'validate' it or you will mess up the disk.)

The same trick works to the printer (device number 4). Thus, the following will print out what you have listed in memory:

```
OPEN1,4,0:PRINT#1:CMD1:LIST <RETURN>
```

but when it has finished that, don't forget to enter:

```
PRINT#1:CLOSE1 <RETURN>
```

or you'll be in trouble.

READN (or in you prefer, READ N) in line 40 says that you are going to read the DATA items of line 50, one at a time. POKEX,N is what you do with each DATA item you READ: you POKE it into pigeonhole X (which will be 631 to 639, respectively). Basic is so descriptive! The DATA items can be located anywhere as long as they are preceeded by the word DATA. When Basic sees a READ instruction it searches around until it finds a DATA. Beware, however: the number of DATA must be exactly the number you read, or you will get an Error.

Incidentally, you see now why, when you press RETURN while the cursor is on the READY. promt, you get a ?SYNTAX ERROR . It is because Basic is thinking that you want it to READ Y. You can READ Y ok, but not READ Y. See?

SYS42115 was explained in Part 2b of this series.

Technical Talk

By Glenn Dillon

80 Columns On The 1701 Monitor

Recently, I read an interesting article in a Commodore Magazine I thought might be of some interest to some of our members. It deals with connecting a Commodore 128 to a 1701 Monitor and achieving a quite readable 80 column display using a special adapter cable. A basic knowledge of soldering is recommended, however it is a relatively simple project to make the adapter cable. Components required are:

1	*9 pin Male D connector*
1	*Cover for the above*
1	*RCA Male Plug*
1	*Length of Shielded Cable (approx. 1 metre or as required)*

The RCA Plug is wired up in the normal manner with the shield wired to the outer connection, and the centre conductor soldered to the centre pin.
The other end of the cable is wired to the D25 male Plug. The shield is wired to pin 1, and the centre conductor is wired to pin 7.

With the cable completed it can be tested. Slide the switch of the monitor to the font position. Lock down the 40/80 column switch of the C128. Now turn on the Monitor and the Commodore 128 and you should have a readable 80 column display on the 1701.

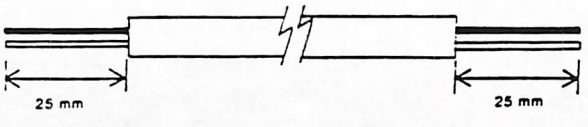


FIGURE 2

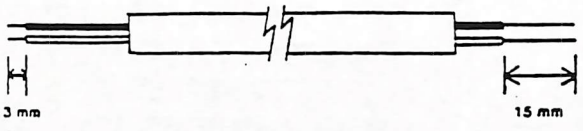


FIGURE 3

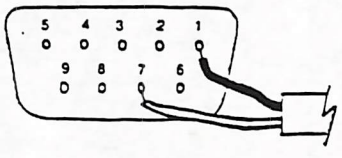


FIGURE 4

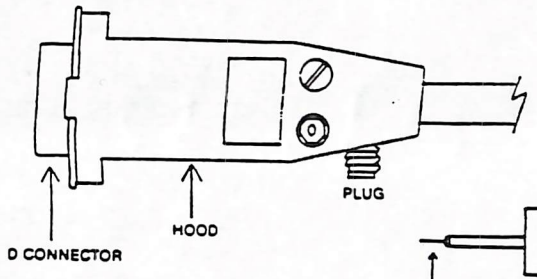


FIGURE 5

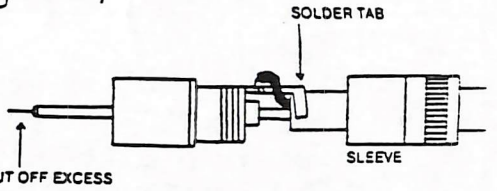
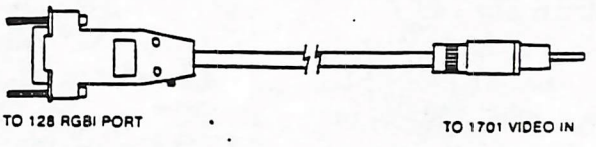


FIGURE 6



REPRINTED FROM SA CUG DEC 94 WITH THANKS

COMMODORE HELP-REPAIRS

64/128 users who have been around for some time have, I am sure, heard the name of TATE PALMER at some time or another. Well, at a time when support for our machine is fading away, Colin Miller of Tate Palmer is there.

Mario and Andrew, who, for many years were Tate Palmer and carried out the repairs and support for 64/128s have gone and a new face is there to carry on the good work for all 64/128 and even Amiga and IBM users.

Colin has been a 64 user in the past and is keen to help the members of the M.C.C.C. with all their needs. He has a wealth of knowledge that will enable him to be a big asset to the Commodore computer world.

He is keen to promote our club in his shop so even if he's a fair distance from your home, remember he cares and is reasonable.

Colin Miller. 38B Scotsburn Ave, Oakleigh South. 3167. Melway page 78 K2.
ph 543 6060.

I am sure if you ever come to use Colin's services that you won't be disappointed as we at Hills 64 Group recommend him.

Ivan Blitz

Dealer Directory

McGILLS AUTHORISED NEWSAGENCY
187 Elizabeth St., Melbourne
(602-5566)
COMPUTER BOOKS
DISCOUNT 10%

MEGATRON COMPUTER INDUSTRIES
62 Charter St., Ringwood
(870-4844)
All Commodore Computers Serviced
10% DISCOUNT ON LABOUR CHARGE

MAXWELL OFFICE EQUIPMENT
162-164 Nicholson St.,
Abbotsford (419-6811)
10% DISCOUNT ON SOFTWARE

NOVO COMPUTER HARDWARE
P.O.Box 237,
Mayfield, NSW, 2304.
(049-201102)
MEMBER DISCOUNT

M.V.B. COMPUTER SUPPLIES
586 Dorset Rd., Croydon
(725-6255)
GOOD PRICES AND FRIENDLY ADVICE

COLLINS BOOKSELLERS
401 Swanston St., Melbourne
654-3144
COMPUTER BOOKS ONLY
DISCOUNT 10%

TECHNICAL BOOK AND MAGAZINE CO.
295 Swanston St., Melbourne
663-3951
Computer Books (not Magazines) and Selected Software
DISCOUNT 10%

Tate Palmer
AUSTRALIA PTY. LTD.
A.C.N. 084 418 825
Computer Repairs & Upgrades
Multimedia Packages & CD-ROM Solutions
Colin Miller
Authorised Commodore Repair Centre
38 Scotsburn Ave., Oakleigh South 3167
Ph: 543 6060
Fax: 544 2979

To obtain the stated discount you should produce your current club membership card.

TAGLINES

Taglines are single lines sometimes added to towards the end of messages sent by Electronic Mail (EMail). These are often entertaining, to loosen up the feeling of the message. Some of the more entertaining ones I have come across are shown below. Enjoy!

* Origin: BBS: Forty-TWO & AMIGA:The Ultimate Answers - FL (1:3612/42) Msg: #1
FSED91j SC 1.3 Star date 274.23.4 Beamed down for a pee.
**** Speed costs money, how fast you want to go Jack? ****
***** 84.9% of all statistics are generated on the spot ******
********* We all live in a yellow subroutine, o/~ # # # o/~ **********
**** It can now be told: Windoze 3.1 is NOT a virus!!!*****
**** Tried to drown my sorrows....the suckers learned to swim. ****
***** Limit congressmen to two terms, one in D.C. and one in jail *****
* Origin: SuperBitMap * Only _Amigoids_ Make it Possible! (1:202/1401) Msg: #
* Amiga-Reader V2.00B * Sanity is a state of mind....
* Origin: AUGKC! KC Mo. All Amiga's Already Multitask! (1:280/322) Msg: #126
* Nothing is so smiple that it can't get screwed up.
* Old McDonald had a computer.. EIA I/O.
* On a clear disk you can seek forever.
* Bash forehead against wall to continue.
* I'd like to change the world... ...but they won't give me the source code.
* Backup not found: (A)bort (R)etry (P)anic?
... Best way to keep your friends: don't give them away.
... Brain -- the apparatus with which we think that we think.
... Beware of low-flying butterflies.
... Everyone hates me because I'm paranoid.
... Time is an illusion. Lunchtime doubly so.
... MONEY TALKS ... but all mine ever says is GOODBYE!
... Why are there so many bugs? Please, close the WINDOWS. ...
The only REAL Amiga has a keyboard garage!
Taglines that make you go "Hmmm..."
* This tagline is umop apisdn
* Nature always sides with the hidden flaw!
* Never hit a man with glasses; hit him with your fist.
* Unable to locate coffee – Operator Halted!
* Schizophrenia sure beats being alone.
* To a cat, "NO!" means "Not while I'm looking."
* ----------<TAG ALERT, TAG ALERT>----------
* Food not found: (A)bort (R)etry (P)izza?
* Human Error - It's all ****YOUR**** fault.
* I entered this message just to use this tagline.
* Amiga - Deus Ex Machina!

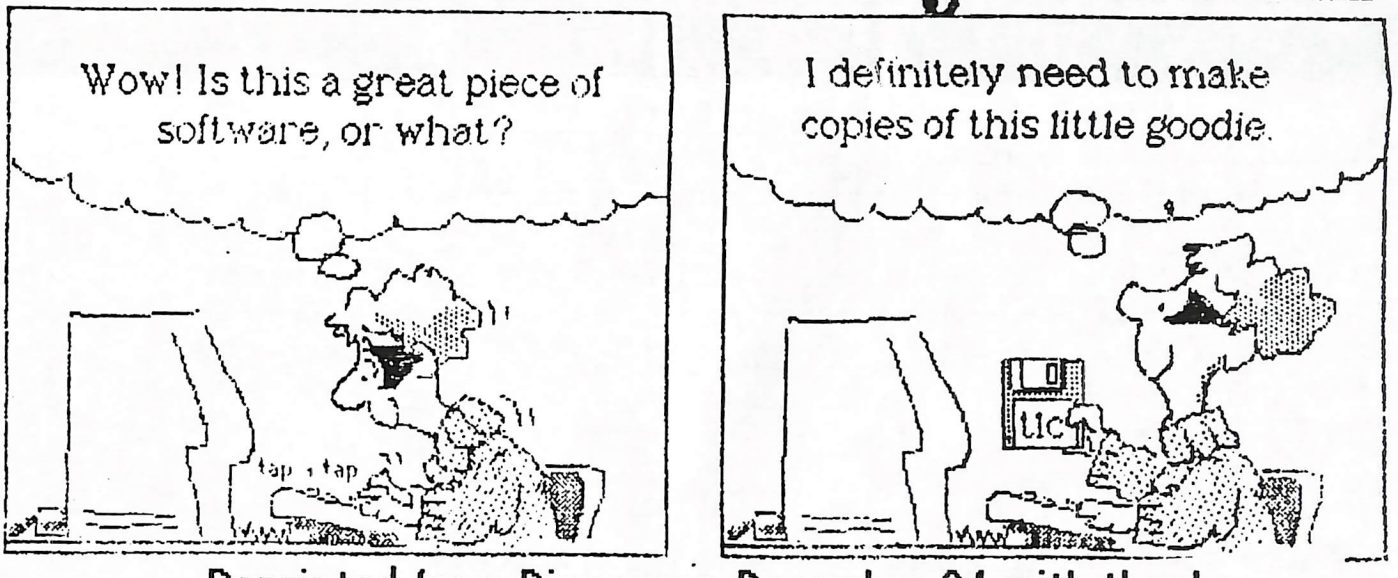
$$$$$ PEDLAR'S CORNER $$$$$

Make yourself some money and sell your superseded computer wares at Pedlar's Corner. Bring goods to be sold along at around 7.00 pm. and pick up your money and anything left at 9.15 pm.

Please complete a form detailing the goods to be sold and the price wanted. Forms are available from Pedlar and are printed periodically in the newsletter. Please also ensure that goods are labelled with your name and the price required.

Note a commission of 10% is payable to the club.

HACKER by Vadun


Wow! Is this a great piece of software, or what?
tap tap
I definitely need to make copies of this little goodie.
Wonder what kind of copy protection scheme they used?
You rang?

Reprinted from Discourse December 94 with thanks

FROM THE CLUB SHOP (alias Pedlar)

BLANK DISKS	5¼"_____	$6 for 10
	3½" Double Density_____	$9 for 10
	3½" High Density_____	$9 for 10

Please help by bringing the right money if possible

PEDLAR'S CORNER

ITEM/PRICE SHEET

1. Commission: 10% to a maximum of $10-00 per item.
2. Please label goods with your initials, item number and price, and have list ready prior to meeting.
3. Item description: T=Tape, C=Cartridge, B=Book, H=Hardware

MEMBER NAME _____

ITEM NO	ITEM DESCRIPTION	PRICE EACH	CLUB COMMISSION	MEMBERS PAYMENT
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				

ADVERTISEMENT FORM
FOR SALE, SWAP, WANTED

_____

_____

_____

MEMBER DETAILS (not for publication)

Name _____

Address _____

Phone Number _____ Membership Number _____

Melbourne Commodore Computer Club Inc.

If undeliverable return to:
P.O. Box 177,
BOX HILL, Vic. 3128.

RUSSELL ALPHEY
439 PUNT RD
RICHMOND
3121

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